

## Contact

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## Top Skills

Photoshop

Illustrator

Figma

## Languages

English (Professional Working)

# Olga Mikhailenko

Experience Designer at EPAM Systems  
Istanbul

## Summary

Hi, my name is Olga I am Experience Designer and co-founder of Facelime mobile app. I design digital products for startups, brands, and entrepreneurs with cool projects.

I ask a lot of questions to understand the problems my clients want to solve and the goals they want to achieve. I used to do wireframes and turn them into real mock ups in order to test in a real world.

I am sure that design is more than pushing pixels. If you want to know more about me, you can watch interview, take a look into my design blog in Telegram and listen to my talk in a Design Out community.

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## Experience

### EPAM Systems

#### Experience Designer

April 2021 - Present (1 year 1 month)

Moscow, Moscow City, Russia

#### My Duties:

- Work with big clients (The North Face, Vans)
- Work with Design systems
- Update Design System
- Work with Developers, Management Team, Business Analysts
- Create from scratch Guidelines and UI Kit
- Work with Documentation
- Update Documentation
- Fix UX Bugs according to research
- Usability Tests of User Interface
- Landing Page Designs
- Work in Agile and Scrum Teams
- Adaptive layout (Desktop, Tablet, Mobile)

- Work with dev team
- Take part in Design Conference (Design Out)
- User story
- User Flow
- Information Architecture
- Design according Accessibility Standards

#### Stack and Technologies:

- Figma
- Sketch
- Abstract (Version control Tool)
- Invision
- HTML / CSS
- Plugins in Figma
- Variants in Figma
- Auto Layout in Figma
- Miro
- Figjam

#### GFC

##### UX/UI designer

February 2020 - March 2021 (1 year 2 months)

Moscow, Moscow City, Russia

#### Duties:

- Development from scratch of a new food delivery service
- Drawing UI kit
- Creating user flow
- Creating a clickable prototype
- Development of responsive design for mobile and web
- Design custom scripts and improve usability
- Create interface animations
- Collaborate with development team
- Monitor productivity improvements, figure out new opportunities
- Knowledge of the basics of frontend development
- Conducting interviews and questioning of users and target audience
- Creation of design system for application development
- Solving business requests through the implementation of new features
- Prototyping (from wireframes to high-fidelity prototype)
- Work in an Agile team

- Audit of other projects in the company
- Work with a product manager
- Working with the digital marketing department

Stack and technologies used:

- Figma
- Plugins for Figma to accelerate development speed
- Using components in Figma
- Use Variants and Auto Layout
- Photoshop
- Illustrator
- After Effects
- Conducting A / B testing using the maze design platform

### 360 ART

UX/UI designer

January 2019 - January 2020 (1 year 1 month)

Moscow, Moscow City, Russia

- Design of interfaces for interaction with users on the web and on mobile devices
- Conducting UX research
- Drawing Illustrations
- Working in Sketch / Figma / XD
- Adaptive layout
- Create banners for the websites
- Create graphics in Photoshop / Illustrator

### Dobroff design studio

Digital Designer

February 2017 - December 2018 (1 year 11 months)

Moscow, Moscow City, Russia

- Design of interfaces for interaction with users on the web and on mobile devices
- Design and development of landing pages and multi-page sites
- Design and layout of printed products (catalogs, leaflets, booklets and much more)
- Create dynamic banners and animations
- Design of exhibition stands and outdoor advertising
- Design of company presentations
- Development of corporate identity for medium and large businesses

- Redesign of corporate identity of companies

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## Education

University of Hertfordshire

Bachelor of Arts - BA, Graphic design · (2016 - 2019)